## AMENDMENTS TO THE SPECIFICATION:

Please amend the indicated paragraphs of the specification in accordance with the amendments indicated below.

Page 12: 3<sup>rd</sup> full paragraph beginning at line 7, amend as indicated below:

The control system 40 executes the game in accordance with a game program stored in a CD-ROM 41 as a storage medium and includes a microprocessor as a main component which provides a main controller 42, an image controller 45, a sound controller 47, a main storage 43 as a storage for the main controller 42, etc., an image data storage 46, a sound data storage 48, and a lamp driving device 44 for executing a processing necessary to turn on and of f off the lamps 8 in response to a command from the main controller 42.

Page 13: 2<sup>nd</sup> full paragraph beginning at line 6, amend as indicated below:

FIG. 12 shows a display content representing contents of instructions to shout at the microphone 4 after the start of an introduction. Identified by 53A, 53B and [[53G]] 53C are displays representing contents of instructions and a display representing a shouting voice, e.g. "HAAA-!". At the time of this display, a disk jockey instructs a content of shouting and a shouting timing by voice. The shouting

timing is instructed by temporarily changing the color of 5 letters, i.e. "HAAA-" of the display [[53G]] <u>53C</u> of the display screen one by one at a specified speed from the left. The game player may shout following the color change. Instead of changing the color, a mark such as an arrow may be moved. The moving or changing speed may not be constant, and may be partly changed. In this embodiment, two kinds of voices are inputted to the microphone 4. However, in the case that the game player does not input his voice, sounds based on the sound data stored in the CD-ROM 41 are generated.

Page 23: 2<sup>nd</sup> full paragraph beginning at line 10, amend as indicated below:

FIGS. 22 and 23 are two prortions portions of a flow chart executed in the game system according to this embodiment.